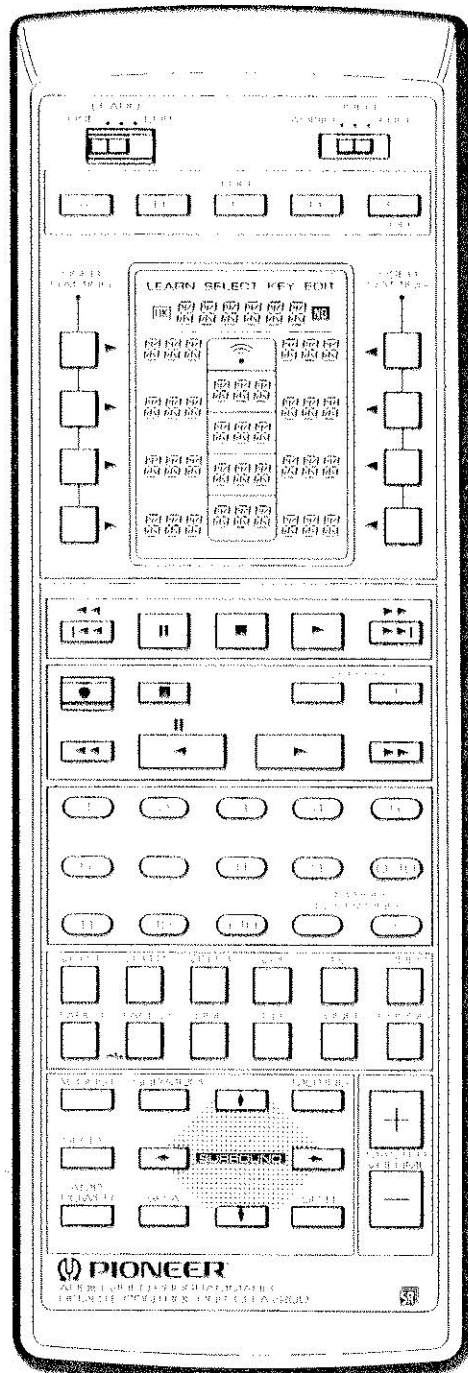




取扱説明書

Operating Instructions

Manual de instrucciones

オーディオ ビデオ プログラムブル リモート コントロール ユニット
 AUDIO VIDEO PROGRAMMABLE REMOTE CONTROL UNIT
 UNIDAD DE CONTROL REMOTO DE AUDIO Y VIDEO, PROGRAMABLE

CU-AV200

日本語

English

Español

お買い上げいただき、まことにありがとうございます。
 お使いになる前に、この取扱説明書を必ずお読みください。
 お読みになった後は、後日お役に立つこともありますので、
 保証書などと共に大切に保管してください。

Thank you for buying this remote Pioneer product.
 Please read through these operating instructions in order to know
 how to operate your model properly. After you have finished
 reading the instructions, put them away in a safe place for future
 reference.



PIONEER

The future of sound and vision.

FEATURES

- **Products bearing the Pioneer  mark can be controlled with this unit.**

When the unit leaves the factory, it is already programmed with the Pioneer unified remote control code, so any Pioneer product bearing the  mark can be operated by the remote control unit as it is.

- **The LEARN function can memorize commands of other remote control units you have been using.**

By memorizing the commands of other remote control units with the LEARN function, you can control all the components in your AV system.

- **Equipped with seven extra convenient functions.**

1. Using the MLT (Multi) function, you can program up to twenty continuous key operations into a single key.
2. Information stored in memory can be copied as a block into another function using the CPY (Copy) function.
3. The NAM (Name) function can be used to change the key name on the liquid crystal display (LCD).
4. You can call up the remote control codes for products made by twelve companies other than Pioneer using the OTH (Other) function.
5. The SR function recalls the Pioneer unified remote control code.
6. A key not transmitting a command can be made available by using the ERA (Erase) function.
7. The CLR (Clear) function returns you to the key commands memorized when the unit left the factory.

- **If a component doesn't have a certain function or if it has a function that cannot be operated by remote control, operation with this unit will not be possible even if there is a specific key for that function.**

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PRECAUTIONS BEFORE USE

- **Avoid high or extreme temperatures**

- Don't leave the unit in direct sunlight or near any heating appliances as this may adversely affect the case or internal parts of the unit. Leaving the unit in hot or dusty places may damage the unit.
- Dropping the unit or spilling liquid on the keys may result in damage.
- Correct remote control may not be possible if sunlight or strong light from lighting fixtures falls on the sensor window of a component.

PRECAUTIONS A OBSERVER AVANT UTILISATION

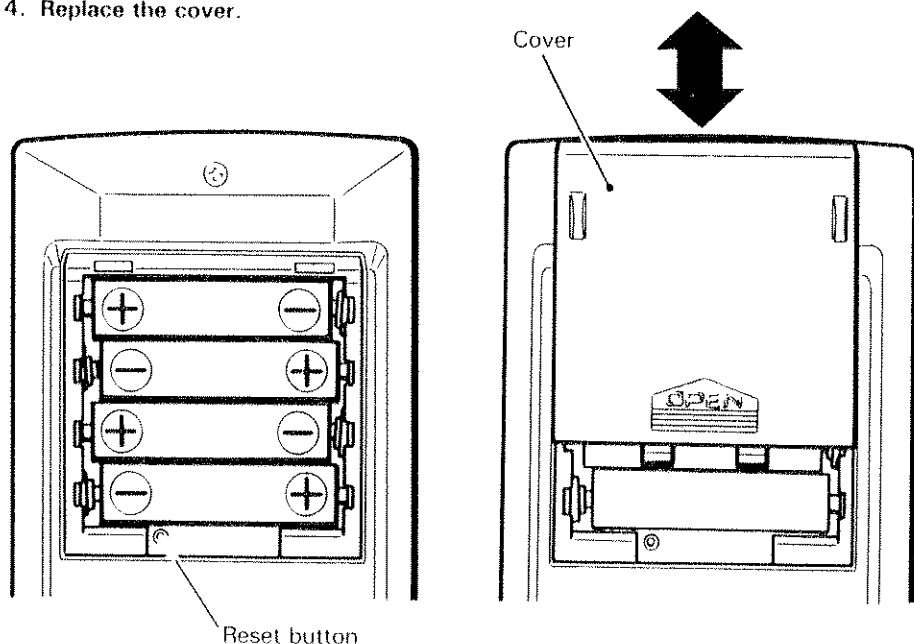
- **Eviter les températures élevées ou extrêmes**

- Ne pas laisser l'appareil sous les rayons directs du soleil ou près d'appareils de chauffage car cela peut avoir un effet nuisible sur le boîtier ou les pièces internes de l'appareil. L'appareil peut être endommagé s'il est laissé dans un endroit chaud ou poussiéreux.
- L'appareil peut être endommagé s'il tombe ou qu'un liquide est renversé sur ses touches.
- Une utilisation par télécommande correcte peut ne pas être possible si les rayons du soleil ou un fort éclairage frappent la fenêtre de détection d'un composant.

LOADING BATTERIES

■ Loading the remote control unit with batteries

1. Open the battery case on the back of the remote control unit by pushing the cover down and sliding it in the direction indicated by the arrow.
2. Take the four supplied alkaline batteries (LR03/AM-4) and load them as indicated in the battery case.
3. Press the RESET button on the inside of the battery case with the tip of a ball-point pen, etc.
4. Replace the cover.



■ Incorrect loading may cause the batteries to leak or burst. Pay careful attention to the following points.

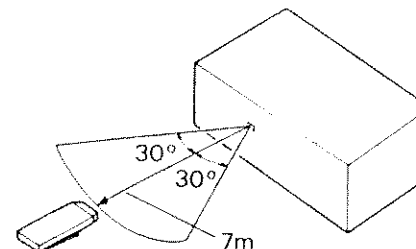
1. Make sure the + and - ends of the batteries are aligned as indicated in the battery case.
2. Don't use new batteries together with dead batteries.
3. Batteries of the same size may have different voltages so don't use different kinds of batteries together.

■ Une mauvaise utilisation des piles peut provoquer une fuite ou une panne. Assurez-vous de toujours suivre les indications ci-dessous:

1. Introduisez toujours les piles dans leur compartiment en faisant correspondre les + et les -, comme indiqué à l'intérieur du compartiment.
2. Ne mélangez jamais des piles neuves et des piles usagées.
3. Les piles d'une même taille peuvent être de tension différente, selon leur type. Ne mélangez pas différents types de piles.

■ Range of operation of the remote control unit.

The remote control unit can operate within a range of about 7 meters, and an angle of 30 degrees of the sensor window of a component.



■ Replacing batteries.

If the LCD display becomes faint, it means the batteries are weak and should be replaced. The contents of the memory will be erased if the batteries are removed for longer than about 15 minutes, so you should have fresh batteries ready to replace the old ones. Also, be sure to always use the specified batteries. [Size "AAA" (LR03/AM-4) alkaline batteries].

■ Taking care of the remote control unit.

Ordinarily, clean the unit by wiping with a soft cloth. If the unit is very dirty, use a soft damp cloth and neutral detergent diluted with water. After cleaning, dry thoroughly with a soft dry cloth. Avoid getting alcohol, thinner, benzene, or insecticide on the unit as this may cause markings and lettering to fade or come off. It's recommended to read the information accompanying a cloth made of synthetic fiber before using.

■ Remplacement des piles.

Si l'affichage à cristaux liquides devient peu visible, les piles sont déchargées et elles doivent être remplacées. Le contenu de la mémoire sera effacé si les piles sont retirées pendant plus d'environ 15 minutes; les piles de rechange doivent donc être prêtes avant de retirer les anciennes.

Toujours utiliser les piles spécifiées. [Piles alcalines format "AAA" (LR03/AM-4)].

■ Entretien de l'unité de télécommande

Nettoyer normalement l'unité de télécommande en l'essuyant avec un chiffon doux. Si l'unité est très sale, utiliser un chiffon doux imbibé d'une solution d'eau et de détergent neutre. Après le nettoyage, essuyer à fond avec un chiffon doux et sec. Eviter que de l'alcool, un diluant, de la benzine ou un produit insecticide entre en contact avec l'unité car cela pourrait décolorer ou enlever les repères et les lettres. Il est recommandé de lire les informations fournies avec une étoffe de nettoyage en fibres synthétiques avant de l'utiliser.

KEY NAMES AND FUNCTIONS

MODE switch:

Use this to select the desired mode.

USE: This is the mode for normal operation.

LEARN: This is the mode used when learning commands of other remote control units.

EDIT: This mode offers 7 convenient editing functions for your enjoyment, including Block Copy, Memory Clear, and Pioneer's  code recall.

FREE function/Remote control unit display ON keys:

Use these keys when the FUNCTION switch is in the FREE position. They also double as LCD display switches.

- If a key other than a FREE function key is pressed, the display will come on and the key pressed will immediately start to transmit.
- About one minute after operating a key, the display goes OFF automatically.

LCD display:

This shows you information concerning remote control when operating the MODE and FUNCTION switches.

FUNCTION switch:

Use this to select the component you want to operate.

AUDIO: To operate audio components.

VIDEO: To operate video components.

FREE: Use this to select the 5 extra functions (A to E).

LCD operation keys:

The functions of these keys change depending on the settings of the MODE and FUNCTION switches. You can also change the names of the keys yourself.

Refer to "LCD OPERATION KEYS AND DISPLAY CHART" on page 29 for details concerning preset commands.

A block:

Use these keys to operate a CD player or LD (VDP) player.

B block:

Use these keys to operate a cassette deck (TAP) or VCR.

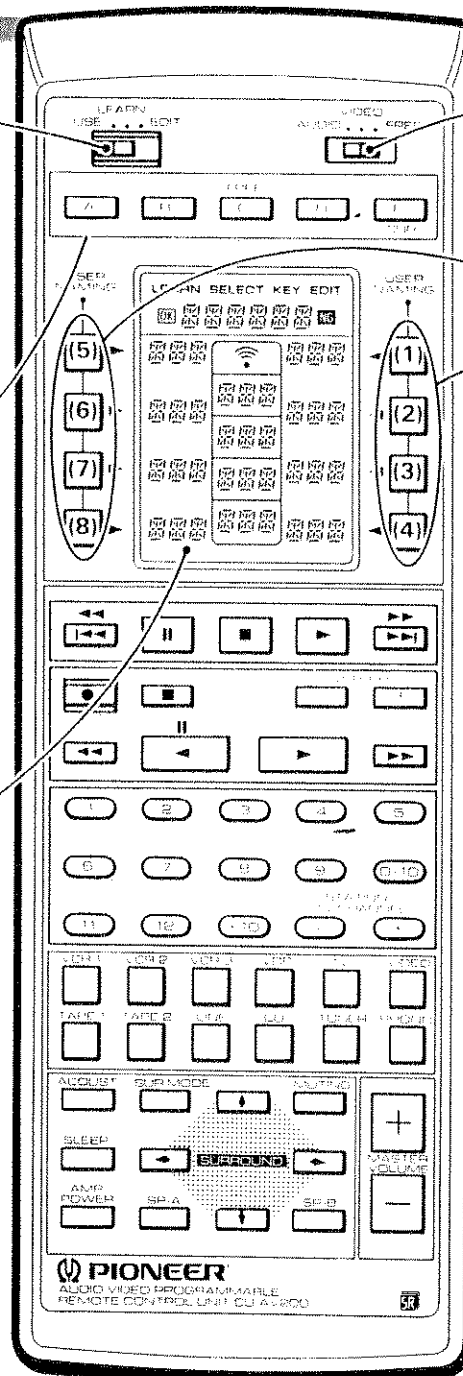
- When operating a Pioneer double cassette deck, they function as operation keys for Deck II. Use the LCD operation keys to operate Deck I when the FUNCTION switch is in the AUDIO position.

C block:

Use these keys to operate a tuner (TUN) or TV.

D block:

Use these keys to operate an AMP or SURROUND components.



OPERATION KEYS AND LCD DISPLAY

FUNCTION switch

FREE function keys

This shows which components can be controlled and the operations of the keys.

- The  mark indicates the remote control unit is transmitting.

A block

B block

C block

D block

Depending on the position of the function switch, the following components can be operated with the preset commands in each block.

LCD block

A block

B block

C block

D block

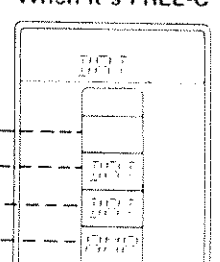
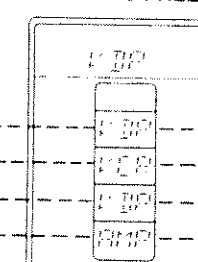
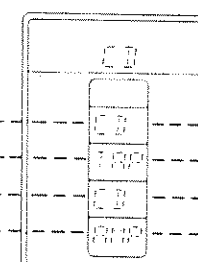
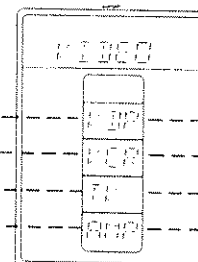
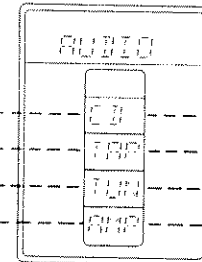
When it's AUDIO

When it's VIDEO

When it's FREE-A

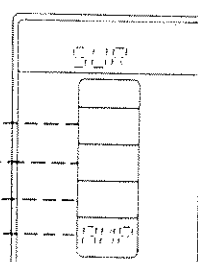
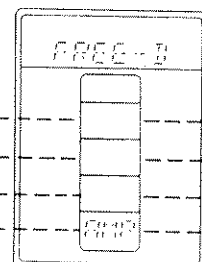
When it's FREE-B

When it's FREE-C

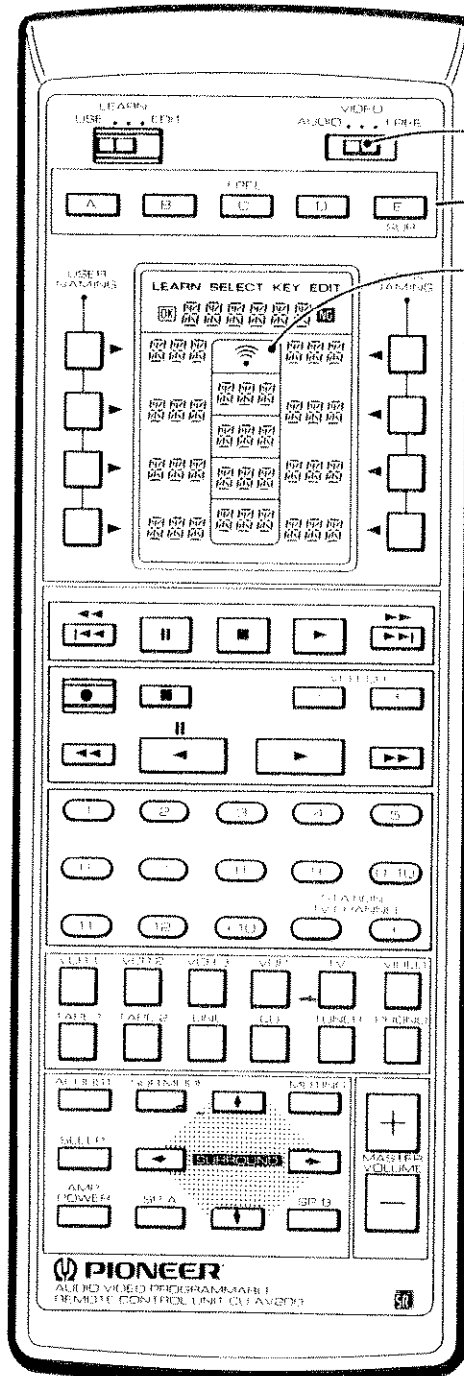


When it's FREE-D

When it's FREE-E



- FREE-A gives you ten keys for CD operation.
- FREE-B gives you ten keys for VDP operation.
- FREE-C gives you ten TAPE keys to operate DAT.
- With FREE-E, the LCD operation keys can be used to control surround balance and fine surround control operations.



REMOTE CONTROL OPERATION OF PIONEER PRODUCTS BEARING THE MARK

When this unit leaves the factory, it is already programmed with the Pioneer unified remote control code, as denoted by the  mark. If you are using Pioneer components bearing the  mark, the remote control unit can be used as it is.

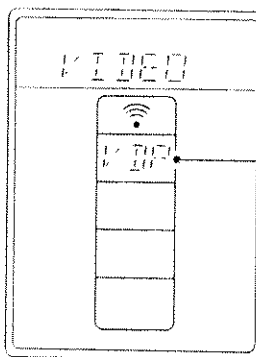
1. Select USE with the MODE switch.



2. Select AUDIO or VIDEO with the FUNCTION switch.
3. If you have selected FREE, you can select any one of the five functions (A to E) with the FREE function keys.
4. Press the key to operate the desired component.

Example: When the LD player is operating, make sure the FUNCTION switch is in the VIDEO position.

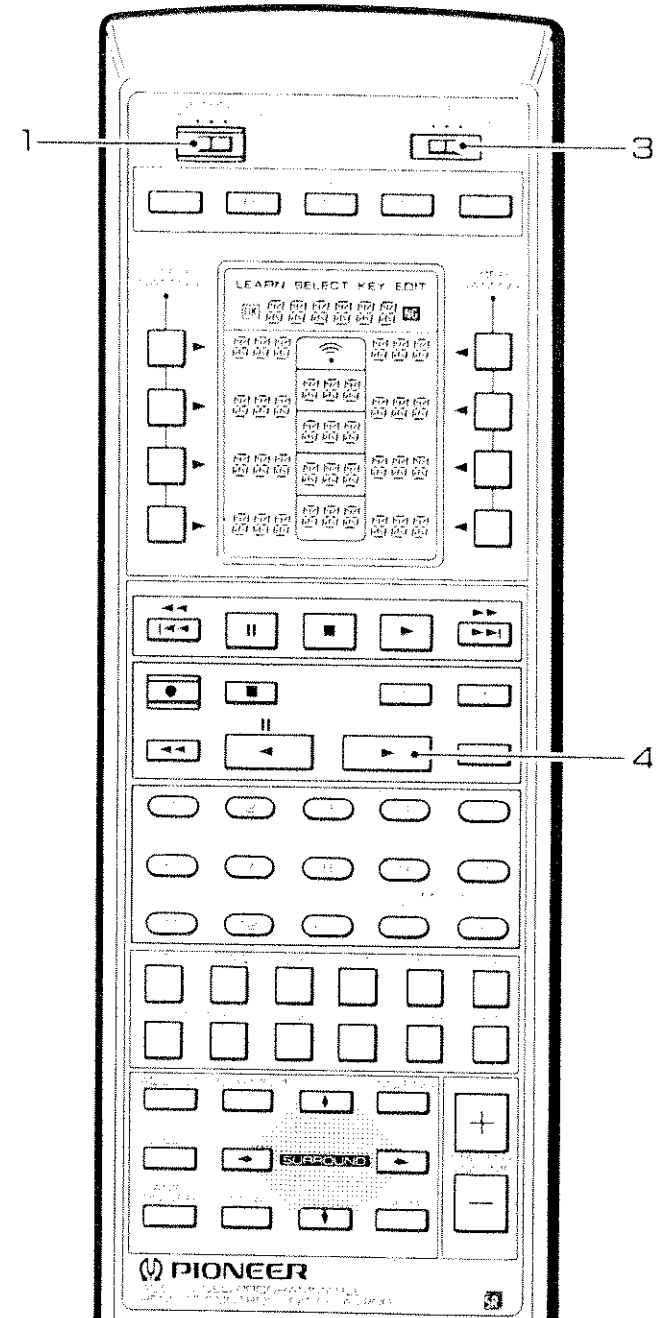
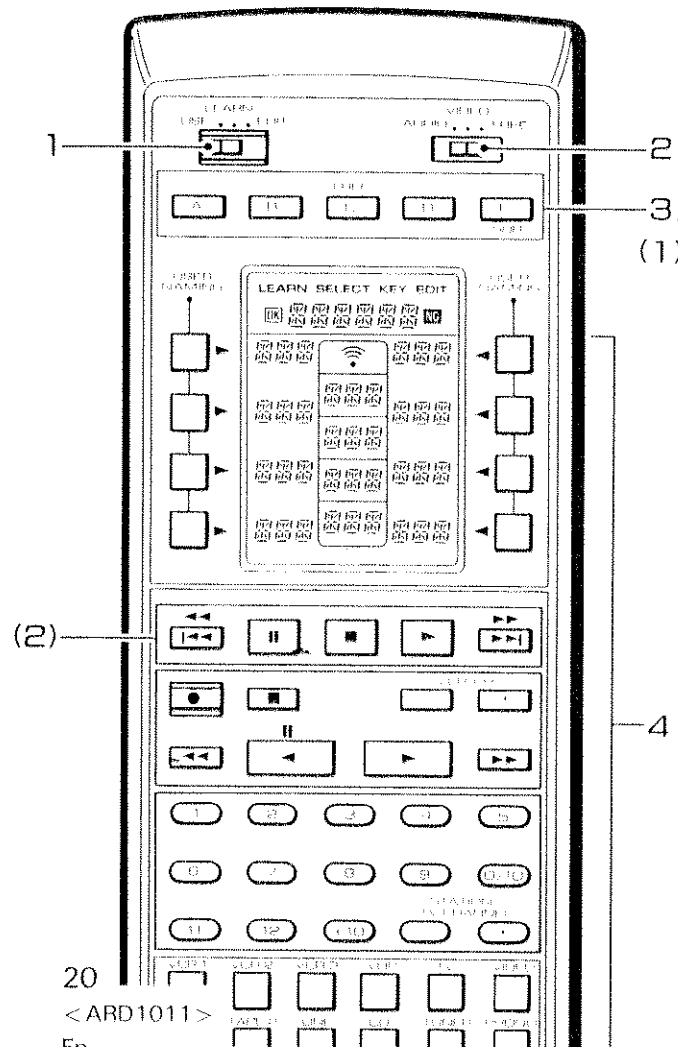
- (1) Press a FREE function key, and the display on the remote control unit comes ON.
- (2) Press the A block ► key to start play.



When you press a key, only the name of the component being operated is displayed.

- If you press any key other than a FREE function key, the display will come on and the key pressed will immediately start to transmit.
- In the USE mode, the remote control unit display goes off about one minute after operation.

LEARNING THE COMMAND



OF OTHER REMOTE CONTROL UNITS WITH THE LEARN FUNCTION

Other than the Pioneer unified remote control code, the remote control codes of 10 other makers are memorized in this unit (Refer to page 26 for details concerning operation).

It is possible to operate a component with another maker's control code, or to operate a function that isn't memorized in this unit. Simply follow the LEARN procedure to memorize the code of function command of the component's remote control unit.

This unit can memorize a command under any key, but it's more convenient if you memorize a command from another remote control unit under a key with the same mark.

- Only commands of remote control units employing infrared systems can be learned and memorized. Some remote control units however, may employ an infrared system that makes learning impossible.

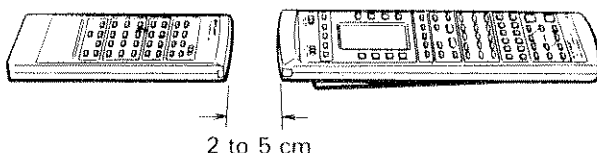
How to use LEARN

An example memorizing the command for ► (Play) of another remote control under the B block ► key.

1. Put the MODE switch in the LEARN position. SELECT KEY flashes on the display.



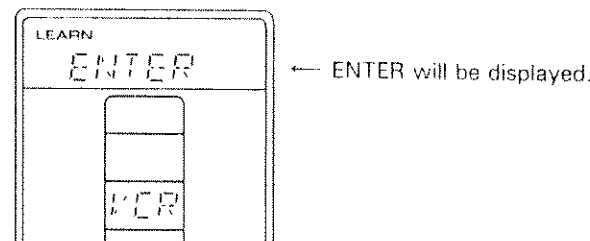
2. Place this unit and other remote control unit facing each other 2 cm to 5 cm apart.



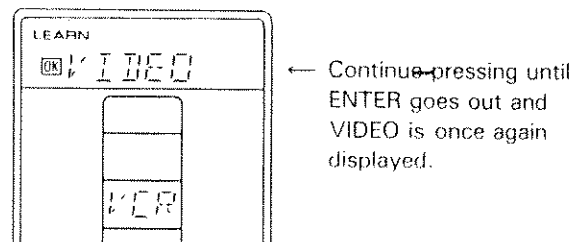
3. Select a setting with the FUNCTION switch. In this case, select VIDEO.



4. Select and press the key you have chosen to memorize the command (In this case, the B block ► key).



5. On the other remote control unit, press the key for the command you want to learn, and continue pressing until the following information is displayed.



6. If the **OK** mark is displayed at this time, learning has been completed.

- If the **NG** mark is displayed, learning was not accomplished. In this case, repeat the process from procedure 2.

7. To continue learning commands with other keys, repeat the process from procedure 2.

- When FULL is displayed, this indicates that learning cannot take place because the memory is full.

8. When you have finished learning a command, return the MODE switch to the USE position. Any remote control operations after this are carried out in the same way as for Pioneer products.

After switching back to the USE position, check to see that correct remote control operation occurs.



- If you use the wrong key when learning, or if the information learned for a another command has changed, repeat the learning process from procedure 2. Anything previously learned will be erased.
- In the LEARN mode, if you don't perform a learn operation, the display goes off after about two minutes.
- Keys that can be used for learning include 8 LCD operation keys, as well as all 61 keys of blocks A, B, C, and D, which when used in combination with the 7 function keys (AUDIO, VIDEO, and FREE A to E), give you a total of 427 keys to choose from for learning.
- Depending on the remote control signal used for learning, the number of keys available for learning may decrease.
- When you want to change or erase a key command, switch to the EDIT mode (See page 22).

Precautions when operating LEARN.

- Don't move either of the remote control units during the learning operation.
- Make sure the batteries in both remote control units are as new as possible.
- Avoid performing the learn operation in direct sunlight or under bright light.
- When learning commands from two keys under a single key, for example the REC key, be sure to press both keys at the same time. This unit will memorize both commands under a single key.

THE EDIT MODE

By switching to the EDIT mode of this unit, you can enjoy the convenience of the following 7 functions.

■ **Multi Command (MLT):** Commands from up to 20 keys can be memorized under a single key.

■ **Copy (CPY):** With this you can copy a block of key commands (A to D) into a different function.

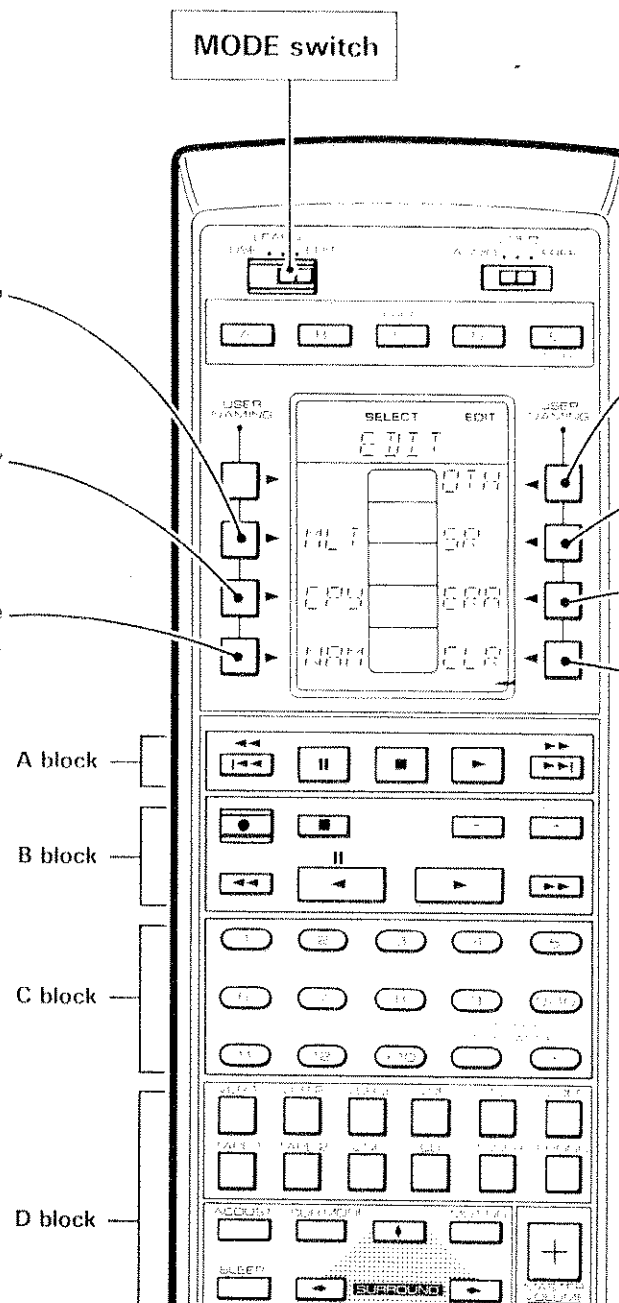
■ **Name (NAM):** You can register and change the name assigned to functions, blocks, or keys with this.

■ **Other (OTH):** This calls up the remote control code for units manufactured by other makers for blocks B and C.

■ **SR:** This lets you call up Pioneer's SR unified remote control code signals for particular blocks, for assignment to different blocks.

■ **Erase (ERA):** This erases a key's command, making it a key that does not transmit.

■ **Clear (CLR):** This returns the function of each key to the original function programmed when the unit left the factory.



• After operation in the EDIT mode, the display goes off after about two minutes.

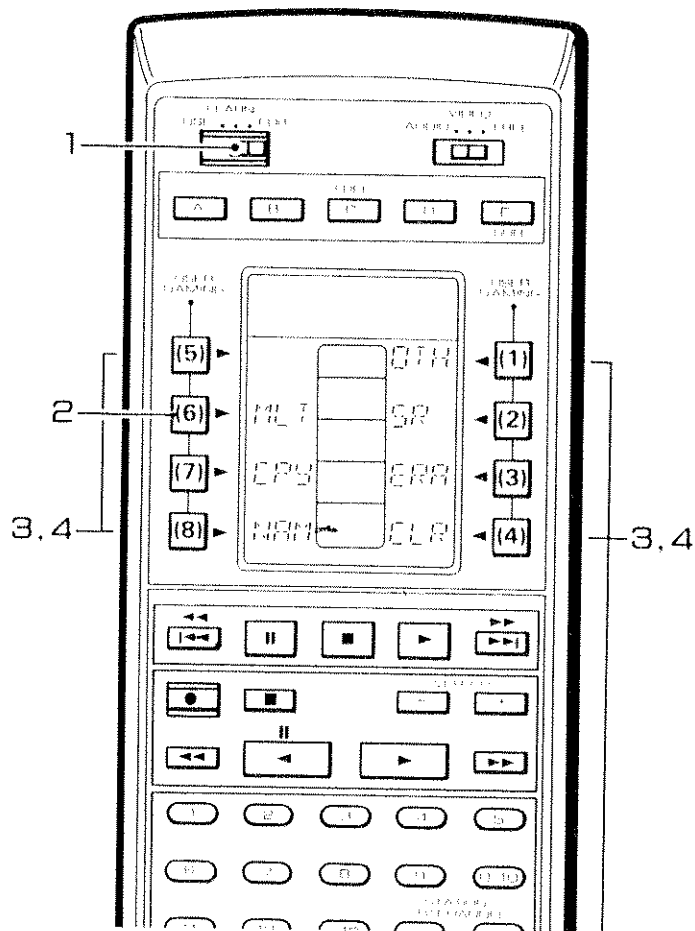
USING THE MULTI COMMAND (MLT) REGISTRATION FUNCTION

■ What does Multi Command do?

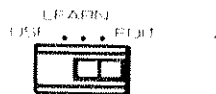
To watch a laser disc on a conventional AV system, you have to perform the following operations.

- Switch the power to the TV ON.
- Switch the power to the LD player ON.
- Switch the amp input to VDP.
- Switch the LD player to PLAY.

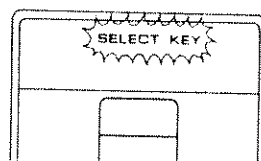
With this unit, it's possible to perform all of these operations with a single key by previously editing all the commands.



1. Put the MODE switch in the EDIT position.



2. Press the MLT key.



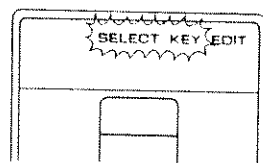
SELECT KEY flashes.

At this time, you can use the LCD keys on the right to carry out the following operations.

∠ _ _ : This moves the operation keys to the left. (If you press it, ∠ _ _ is displayed on the left. Press it again and the operation keys move back to the right side).

CAN: This cancels Multi Command, and returns you to EDIT mode display.

3. Decide on which key you want to edit, and press.



When EDIT is displayed, editing is in progress.

4. Enter all the keys you want to edit by pressing them in order.

- It's possible to enter a key without using an operation key. By switching the FUNCTION switch you can select from all the FUNCTIONS.

At this time, the LCD keys on the right can be used to carry out the following operations.

∠ _ _ : This moves the operation keys to the left.

DEL : This deletes the last key input.

SET : All the keys input are entered at the same time with this key.

CAN : This cancels all the keys input, taking you back to procedure 2.

Example of Registration

	Function key	Operation key registration
1. TV ON	VIDEO	LCD block (4) *
2. LD player ON	VIDEO	LCD block (2) *
3. Amp input to VDP	VIDEO	D block VDP
4. LD player to PLAY	VIDEO	A block ►

- To register LCD blocks (4) and (2), first move the operation keys to the left by pressing the ∠ _ _ key.
- Up to 20 keys can be entered under one key.
- You cannot enter a blank key, a multiple command key, or a key that pertains to the remote control transmitter itself (such as the enter key).

5. Press the SET key to enter.
6. Return the MODE switch to the USE position.
7. Press the key you pressed in procedure 3 and the registered commands are transmitted in order.

NOTE:

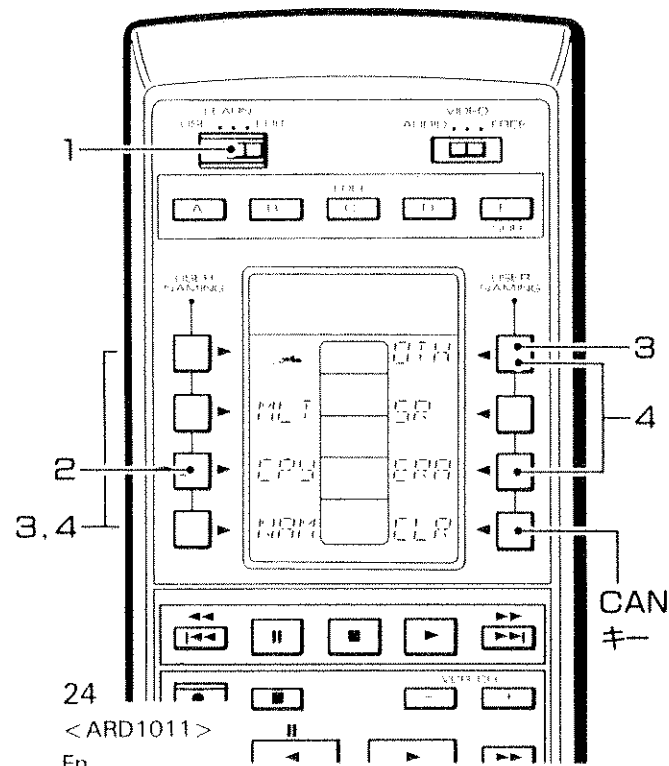
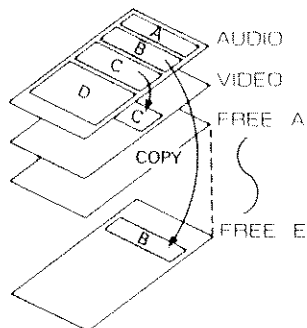
Correct operation may not be possible in the following cases.

- The component being operated is facing in the wrong direction or is too far away.
- When the remote control unit is transmitting, there is an obstacle in the way.
- The unit was moved during transmission.

USING COPY (CPY)

■ What does Copy do?

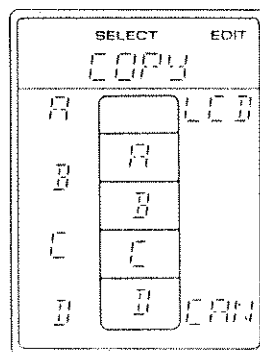
The information memorized in the keys of any of the blocks, A to D, can be copied as a block into another function. For example, AUDIO function C block can be copied into VIDEO function C block etc.



1. Select EDIT with the MODE switch.



2. Press the CPY key.



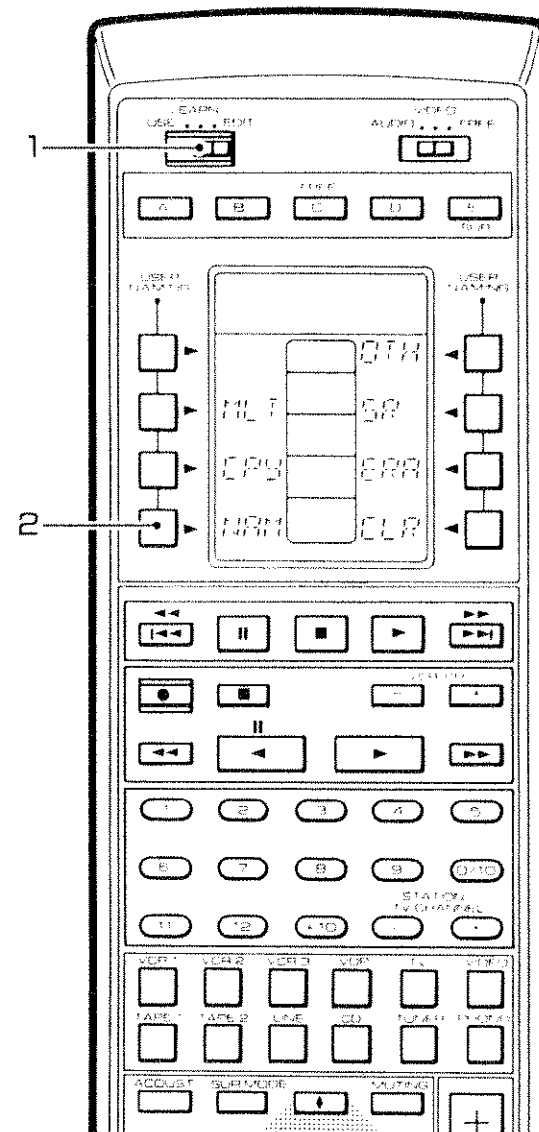
All the blocks, A to D, are displayed for you to select one to copy.

3. Select the block you want to copy, and press the relevant LCD key.
4. When FROM is displayed on the LCD, select the function you want to copy from the seven available, and press the LCD key. [AUDIO, VIDEO, FREE (A to E)]
 - Even in the same A block, the component you can operate differs depending on the function.
5. When TO is displayed on the LCD, select the function to be copied to from the remaining six, and press the LCD key.
 - If FULL is displayed, the memory is full and there is no room left for copying to take place.
 - Every time you press the CAN (Cancel) key, it takes you back one step in the procedure.
6. Return the MODE switch to the USE position.

USING NAME (NAME CHAN

■ What does the name change and register function do?

This function lets you change the letters for the function, block and LCD keys displayed on the LCD, and also lets you register a new name.



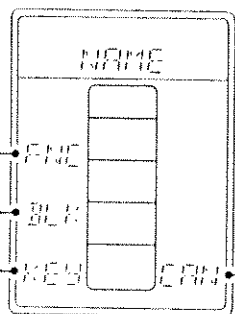
ING AND REGISTERING)

1. Select EDIT with the MODE switch.



2. Press the NAM key.

- From the displayed menu, select the one to be changed and registered.



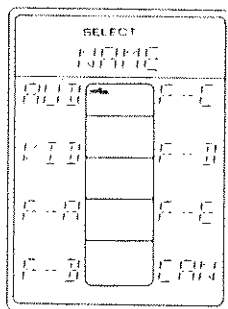
This cancels NAME registration, and returns you to the original EDIT display.

This changes and registers LCD key names.

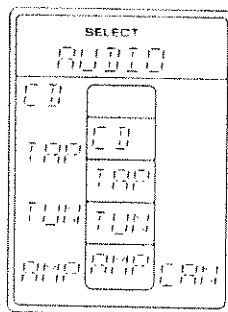
This changes and registers the name of each block.

This changes and registers the function name.

- (1) When you select FNC, select the name you want to change and register from the function selection menu.



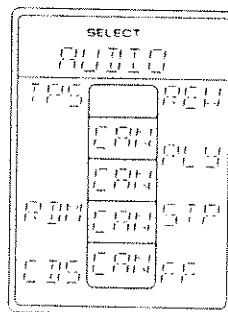
- (2) When you select BLK, select the function and then select the desired block with an LCD key.



[Example]

When the function is AUDIO

- (3) When you select KEY, select the function and then select the LCD key name you want to change and register.



[Example]

When the function is AUDIO

3. When you have selected the name you are going to change and register, you can change the letters using the following keys (The letter that can be changed flashes, or the — — mark flashes).

■ AMP operation block (D block) , right, left, up, down keys.

Right (→): Moves the cursor to the right

Left (←): Moves the cursor to the left

Up (↑): Moves one up in the alphabet (C → D → E → ...)

Down (↓): Moves one down in the alphabet (C → B → A → ...)

■ LCD operation keys.

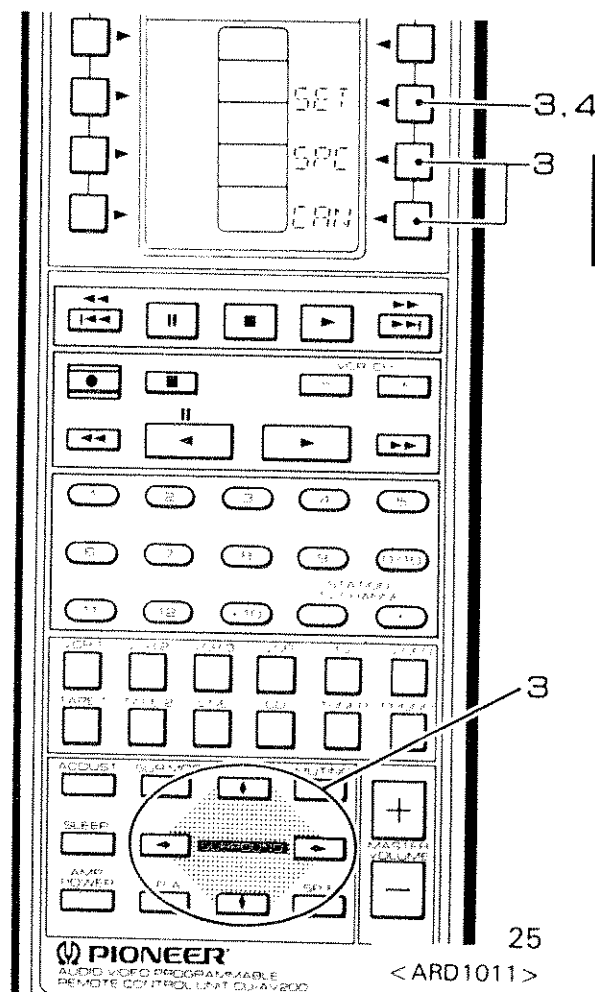
SET: This registers the letters currently displayed.

SPC: This inserts a blank space at the cursor position.

CAN: This cancels letter editing, and takes you back to the previous display.

4. When you have prepared the name, press the SET key and it will be registered.

5. Return the MODE switch to the USE position.



USING THE OTHER CALL (OTH) FUNCTION

■ What does OTHER CALL do?

This unit is programmed with the remote control codes of 12 other makers. If in the following list, you can operate components made by the maker without using the LEARN function.

NOTE:

- 1) OTHER CALL calls VCR and TV codes for blocks B and C respectively. Codes for other cannot be called.
- 2) Remember, If OTHER CALL is used, learned information in a block will be completely overwritten.
- 3) Power ON/OFF is not preset. Use a key, such as an LCD key, to learn it.

List of other makers.

Number	Maker	Number	Maker
1	SONY	6	TOSHIBA
2	NATIONAL	7	(TV) ITT/(VCR) SANYO
3	VICTOR	8	(TV)TOMSON/(VCR) SHARP
4	HITACHI	9	PHILLIPS
5	NEC	0	MITSUBISHI

1. Select EDIT with the MODE switch.
2. Press the OTH key.
3. The function selection menu is displayed. Decide which of the functions (AUDIO, VIDEO, FREE A to E) you want to call, and press the relevant key.
4. Press the key for [VCR] or [TV] from the selection menu.
5. When SELECT flashes on the display, select the desired maker by referring to the list and pressing the corresponding number key in the tuner/TV block (C block).
6. Return the MODE switch to the USE position. You can now operate the other maker's components.

• Operation on certain components may not be possible.

USING THE SR RECALL (SR) FUNCTION

■ What does SR recall do?

This lets you transfer Pioneer's unified remote control **SR** codes for particular blocks to other functions (sources). This lets you control more than one source without having to change the selected source. For example, if you recall the **SR** code for the VIDEO function in block B to the AUDIO function in block B, you can operate your VCR when the function is AUDIO. SR recall is performed for each block.

1. Select EDIT with the MODE switch.
2. Press the SR key.
3. From the displayed function menu, select the desired function.
4. Select the recall block from the displayed block menu.
5. Select the desired component from display of components that can be recalled.
6. If you want to cancel recall, press the CAN key.
7. Return the MODE switch to the USE position.

NOTE:

Remember, if you use the SR recall function, then any information previously memorized in the block used for SR recall will be lost since it will be converted to the SR code.

USING THE ERASE (ERA) FUNCTION

■ What does Erase do?

If you have a key you don't normally use, or a key that may cause problems if operated, this function can be used to convert it into a key that doesn't transmit.

1. Select EDIT with the MODE switch.
2. Press the ERA key.
When SELECT KEY flashes on the display, select the key to be erased.
 - You can erase any key from among all the functions.
3. Press the key you want to erase.
4. If you are sure you want to erase the key, press ERA.
If you decide not to erase, press the CAN key.
5. Return the MODE switch to the USE position.

To erase a key, simply convert it to a key that doesn't transmit using the LEARN operation. This will naturally result in a decrease in the number of keys that can learn.

USING THE CLEAR (CLR) FUNCTION

■ What does Clear do?

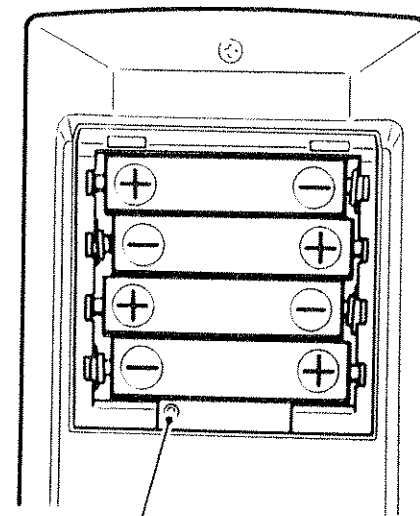
This function returns keys that have had their functions changed by the LEARN operation or EDIT function (MLT, CPY, NAM, OTH, SR, ERA) to the original functions they had when the unit left the factory.

1. Select EDIT with the MODE switch.
2. Press the CLR key.
3. When SELECT flashes, press the relevant key for the function you want to clear.
4. If you are sure you want to clear the key, press CLR.
If you decide not to clear, press the CAN key.
5. Return the MODE switch to the USE position.

The RESET button

In extremely rare cases, the keys may not operate due to the adverse effect of static electricity. If this does occur, press the RESET button on the inside of the battery case, as shown in the diagram, with a ball-point pen or similar object to reset.

[This operation does not clear the memory]



Reset button

TROUBLESHOOTING

Incorrect operations are often mistaken for trouble and malfunctions. If you think that there is something wrong with this component, check the points below. Sometimes the trouble may lie in another component. Investigate the other components and electrical appliances being used.

If the trouble cannot be rectified even after exercising the checks listed below, ask your nearest PIONEER authorized service center or your dealer to carry out repair work.

Symptom	Cause	Remedy
Normal operation of the remote control unit is impossible.	The component being operated is too far from the unit	Use the unit within a range of 7 meters.
	Forgot to press reset button after battery replacement.	Press reset button.
	The remote control sensor window of the component being operated is obscured by something.	Remove any obstacle that may be in front of the remote control sensor window.
	The remote control function switch is not correctly set for the component being operated.	Select the correct function setting (AUDIO, VIDEO, FREE A to E).
Components of other makers cannot be operated.	The correct number for the maker has not been selected.	Reset the maker's number.
	The component you are using employs a special remote control code.	Different components from the same maker may use different remote control codes. If you still can't operate a component after confirming the number setting of the maker, perform the LEARN operation.

Symptom	Cause	Remedy
After performing the LEARN operation, a component cannot be operated.	The signal is incorrectly memorized.	Perform the LEARN operation once more.
During LEARN operation, NG is displayed.	The signal couldn't be learned (NG is displayed).	Repeat the LEARN operation.
	The memory is full (FULL is displayed)	If there is a OPERATION you want to LEARN, select a command key that is seldom used and clear it. After checking the capacity of the memory, perform the LEARN operation.
The MLT command doesn't operate.	The order in which the operations were memorized was incorrect.	Memorize the operations in the correct order.
	The remote control windows of a series of components being operated are too far apart.	Place the components as close together as possible.

LCD OPERATION KEYS AND DISPLAY CHART (IN THE USE AND LEARN MODES)

Function	LCD key No.	Right side from the top (1)	(2)	(3)	(4)	Left side from the top (5)	(6)	(7)	(8)
AUDIO	LCD Display	REW	PLY	STP	FF	TPS		RDM	CDS
	Meaning	REW (DECK I)	Play (DECK I)	Stop (DECK I)	F.F (DECK I)	TAPE Select		Random PLAY	DISC-Select
VIDEO	LCD Display	V-A	VD	VC	TV	SF +	CHR	VDD	TVD
	Meaning	VCR-ANT	VDP-Power	VCR-Power	TV-Power	Still Frame +	Ch-Return	VDP-Display	TV-Display
FREE-A	LCD Display	CDS		ID +	CDF (▶▶)			ID -	CDB (◀◀)
	Meaning	DISC-Select		→ INDEX	CD Forward			← INDEX	CD Backward
FREE-B	LCD Display	SF + (▶)	C/F	SRH	CH + (▶▶)	SF - (◀)	DSP	PGM	CH - (◀◀)
	Meaning	Still Frame +	CHP/FR-TM	Search	→ CHAP.	Still Frame -	Display	PROG.	← CHAP.
FREE-C	LCD Display				DT			PGM	ENT
	Meaning				DAT-Power			PROG.	Enter
FREE-D	LCD Display								
	Meaning								
FREE-E	LCD Display	FBR	RBR	CV +	DLY	FBL	RBL	CV -	SFM
	Meaning	Front Ballance-R	Rear Ballance-R	↑ Center Volume	Delay	Front Ballance-L	Front Ballance-L	↓ Center Volume	Sound Field Memory

SPECIFICATIONS

Operation system : Programmed infrared remote control system
 Applicable batteries: Four LR03/AM-4 alkaline batteries
 Attachments : Four batteries, an operating instructions
 Outer dimensions : 72.5 (W) x 26.7 (H) x 221 (D) mm
 Weight : 170 g (excluding batteries)

NOTE:

- Specifications and design subject to possible modification without notice due to improvements.